ALICE ITS geometry import completion

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We import only the staves

The idea is to import the staves for each layer into the sPHENIX simulation setup, and position them by specifying:

- Layer radius
- Number of staves per layer (implies φ angle step)
 - If the radius changes, use the same arc step as in the ITS
- Stave tilt (my guess for now)

Tilt angle

The tilt angle used for the inner barrel is 0.25 radians (from eyeballing the display - we need to find out what tilt ALICE is planning to use).

 The tilt angle for layers 3-6 is zero at present, but if you look carefully at the display, some tilt may be better.

Code location

I have essentially completed the set up of the code needed to implement the ALICE ITS staves in sPHENIX simulations. The code is in:

https://github.com/adfrawley/coresoftware/tree/ITS_MAPS_development/

The macros to run it are at:

https://github.com/adfrawley/macros/tree/ITS_MAPS_development/macros/g4simulations

Code changes

The new code:

PHG4MapsSubsystem

PHG4MapsDetector

PHG4MapsSteppingAction

PHG4CylinderGeom_MAPS

PHG4CylinderCell_MAPS

PHG4MapsCellReco

Code that has been updated:

PHG4SvtxDigitizer

PHG4SvtxDeadArea

PHG4SvtxThresholds

PHG4SvtxClusterizer

PHG4HoughTransform

Code that still needs to be updated:

SVtxEvaluator

Macros

https://github.com/adfrawley/macros/tree/ITS_MAPS_development/macros/g4simulations

The appropriate switches are set in:

Fun4AII_G4_sPHENIX.C

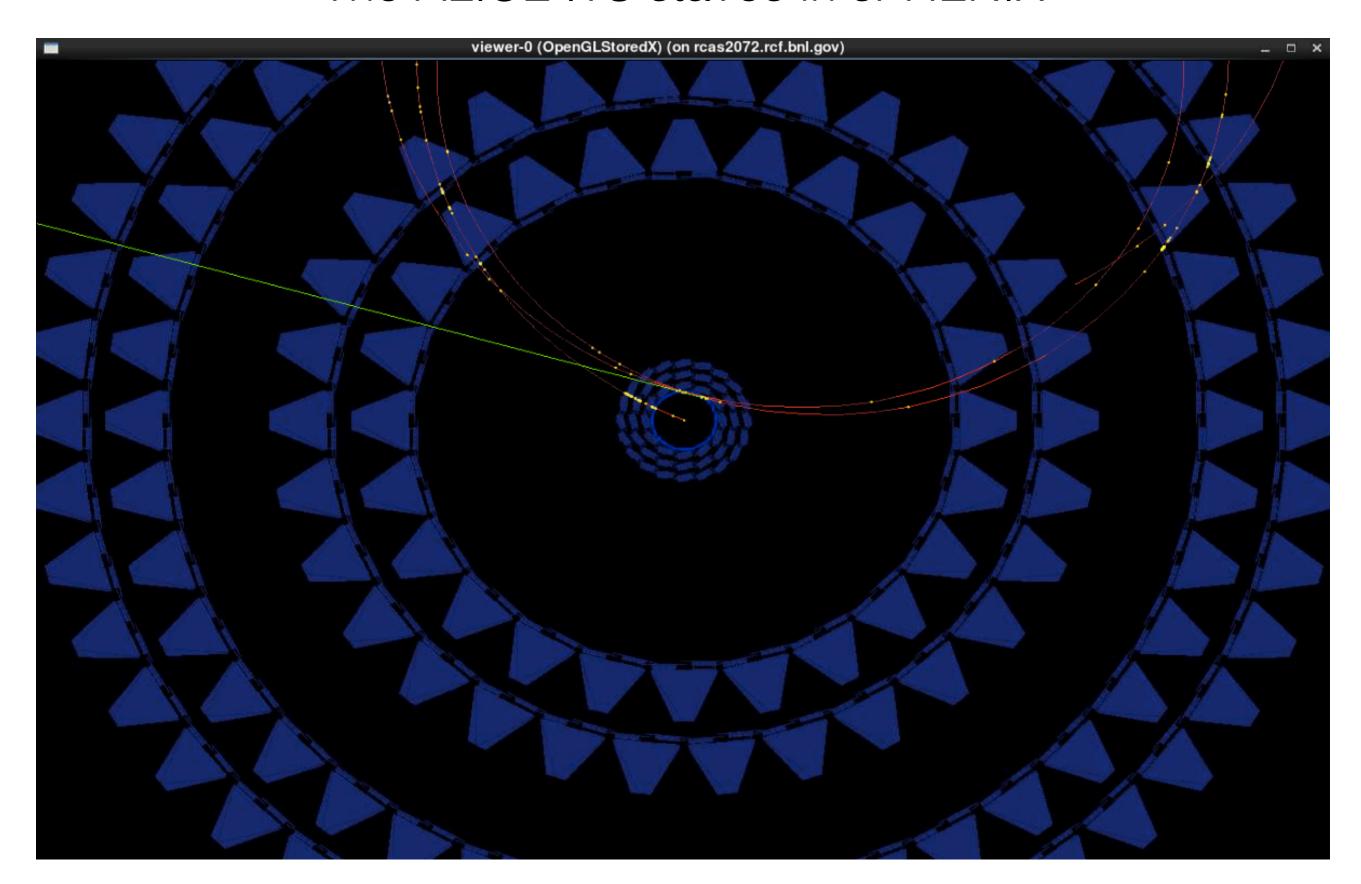
The setup of the ladders is done by:

G4_ITS_MAPS.C

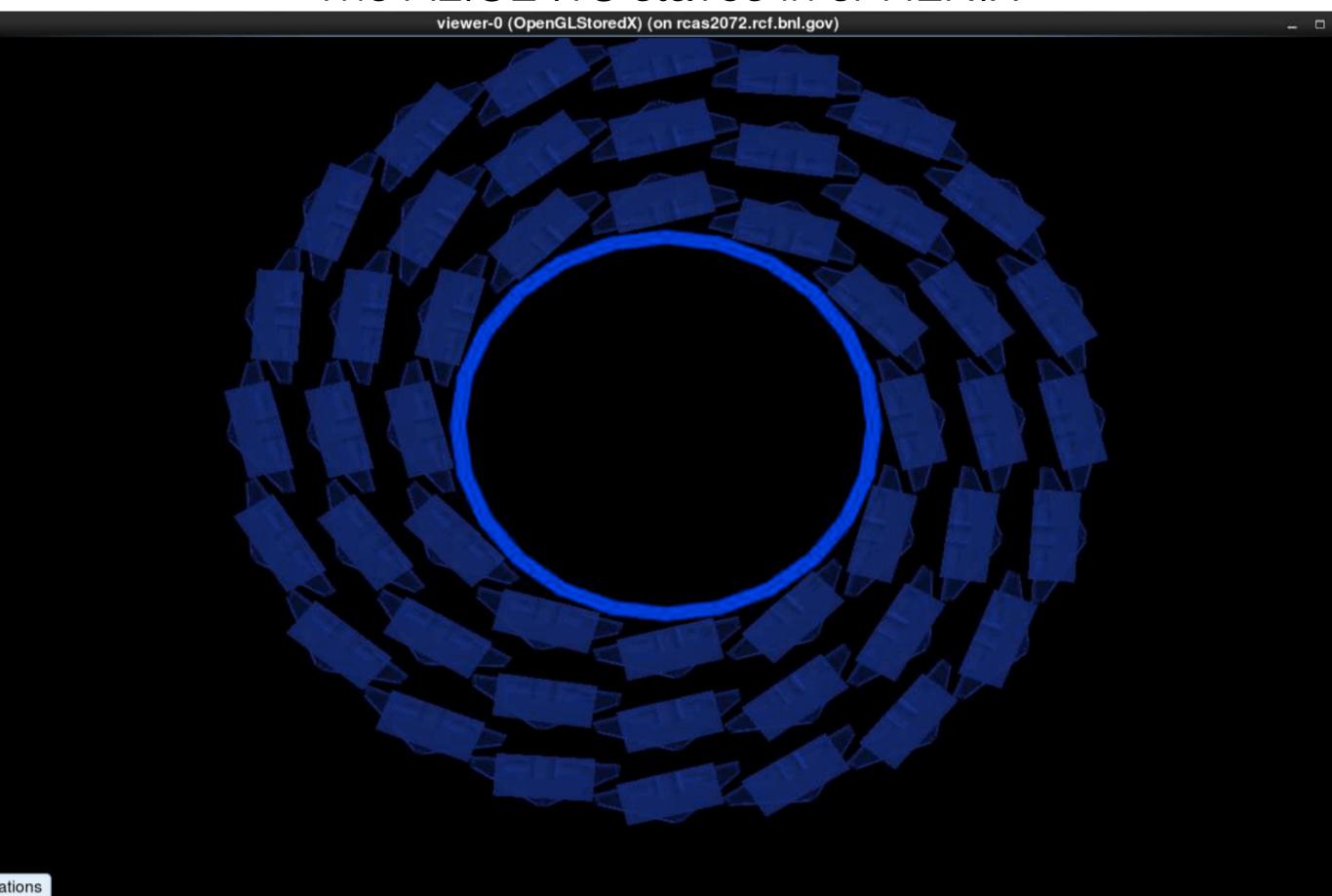
The stave geometries are found in:

ITS.gdml

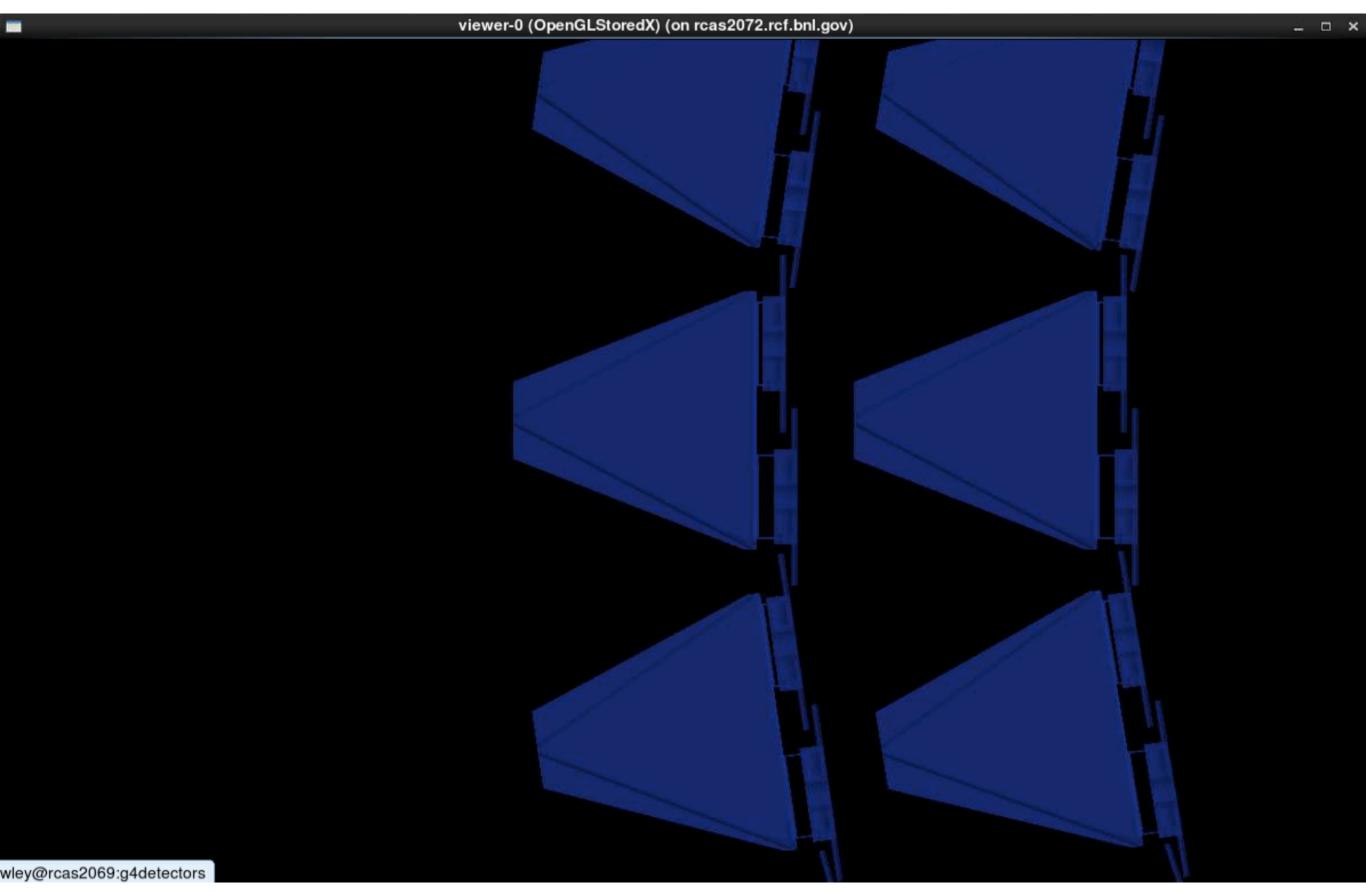
The ALICE ITS staves in sPHENIX



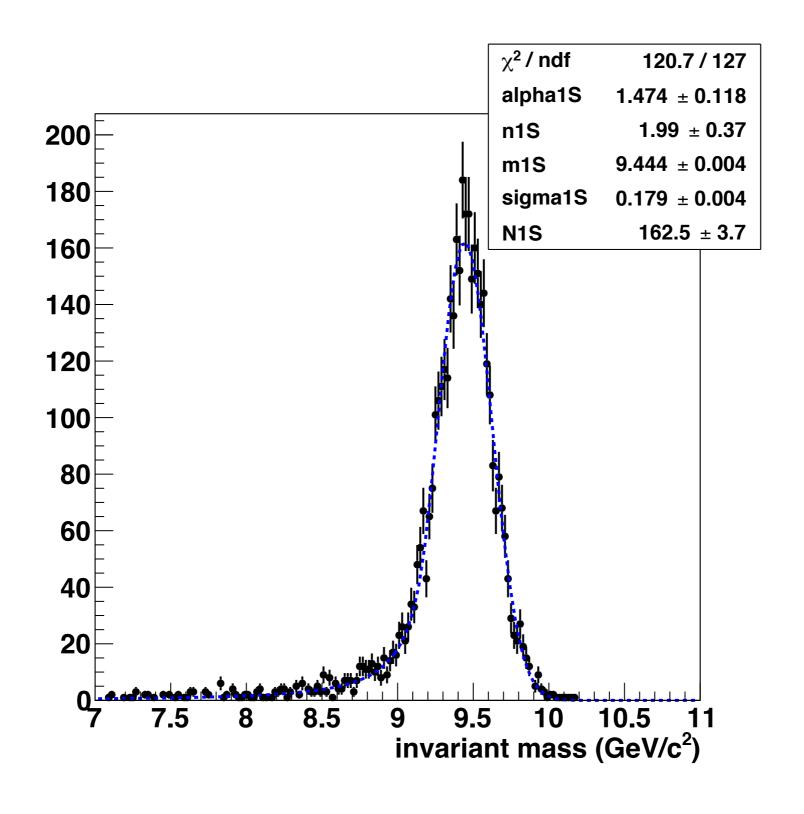
The ALICE ITS staves in sPHENIX



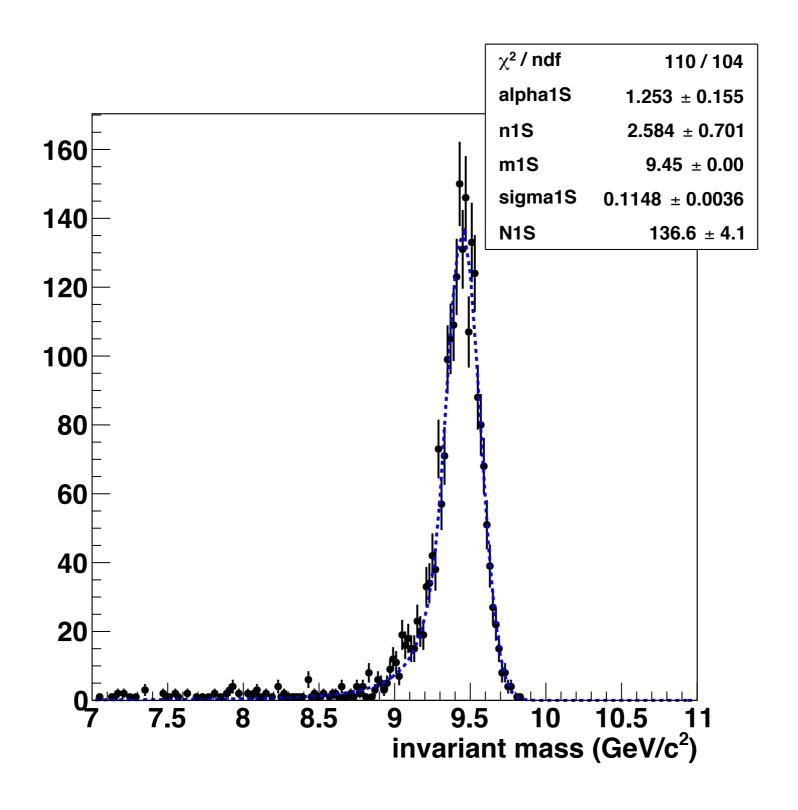
The ALICE ITS staves in sPHENIX



Mass spectrum with existing tracker - ITS geometry



Mass spectrum with existing tracker - move outer layer to 64 cm



What remains to be done?

SVtxEvaluator needs work. At present the truth information is not being found at all. I need to look at the code and see where the disconnect is.

With the existing tracker, the efficiency is lower when I do the sharing of energy between hit cells properly (as in PHG4CylinderCellReco), instead of putting all of the energy into one hit cell (which is an option for checking). I just realized this. I need to look to see if the code for sharing energy has a bug.